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| **Constraints** | Present | Present | Present | Present | Present |
| **Narrative** | No consistent or coherent story | Some evidence of consistent story | An obvious story, theme and or graphical experience. | Very consistent or coherent story, theme and or graphical experience. | Very well-conceived, consistent and coherent story |
| **Progression** | No real chance to improve skills or knowledge. | Some chance to improve skills or knowledge. | Obvious chance to improve skills or knowledge and how to progress is visible. | A lot of opportunity to improve skills or knowledge. User progress is obvious. | Experience is designed well so that improving skills or knowledge is integral to the experience. Progress is clear. |
| **Emotion** | No emotional connection intended or present. | Some emotional connection intended or present. | Some intentions for player emotions during experience | Obvious intentions for player emotions during experience | Well integrated intentions for player emotions during experience |
| **Relationships**  People interacting | Little or no interaction between students. | Some interaction between students. | Obvious interaction between students. | A good amount of interaction between students. | Consistent and well thought out interaction between students. |

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| These are the verbs. The process that drives action forward | Displays none or almost none of the following:   * challenges * chance * competition * co-operation * resource acquisition * rewards * transactions * turns * win states (achievable goals/ endpoint) * feedback | Displays some of the following:   * challenges * chance * competition * co-operation * resource acquisition * rewards * transactions * turns * win states   (achievable goals/ endpoint)   * feedback | Displays a lot of the following:   * challenges * chance * competition * co-operation * resource acquisition * rewards * transactions * turns * win states (achievable goals/endpoint) * feedback (may be levels or   points) | Displays most of the following:   * challenges * chance * competition * co-operation * resource acquisition * rewards * transactions * turns * win states (achievable goals/endpoint) * Clear feedback | Displays all or almost all of the following:   * challenges * chance * competition * co-operation * resource acquisition * rewards * transactions * turns * Clear win states (achievable goals/ end) * Clear feedback is given |
| Specific instances of mechanics and dynamics | Displays none or almost none of the following:   * Achievements * Avatars * Badges * [Boss Fights](http://en.wikipedia.org/wiki/Boss_(video_gaming)) * Collections * Combat * Content Unlocking * Gifting * Leaderboards * Levels * Points * Quests * [Social Graph](http://en.wikipedia.org/wiki/Social_graph) * Teams * [Virtual Goods](http://en.wikipedia.org/wiki/Virtual_goods) | Displays some of the following:   * Achievements * Avatars * Badges * [Boss Fights](http://en.wikipedia.org/wiki/Boss_(video_gaming)) * Collections * Combat * Content Unlocking * Gifting * Leaderboards * Levels * Points * Quests * [Social Graph](http://en.wikipedia.org/wiki/Social_graph) * Teams * [Virtual Goods](http://en.wikipedia.org/wiki/Virtual_goods) | Displays a lot of the following:   * Achievements * Avatars * Badges * [Boss Fights](http://en.wikipedia.org/wiki/Boss_(video_gaming)) * Collections * Combat * Content Unlocking * Gifting * Leaderboards * Levels * Points * Quests * [Social Graph](http://en.wikipedia.org/wiki/Social_graph) * Teams * [Virtual Goods](http://en.wikipedia.org/wiki/Virtual_goods) | Displays most of the following:   * Achievements * Avatars * Badges * [Boss Fights](http://en.wikipedia.org/wiki/Boss_(video_gaming)) * Collections * Combat * Content Unlocking * Gifting * Leaderboards * Levels * Points * Quests * [Social Graph](http://en.wikipedia.org/wiki/Social_graph) * Teams * [Virtual Goods](http://en.wikipedia.org/wiki/Virtual_goods) | Displays all or almost all of the following:   * Achievements * Avatars * Badges * [Boss Fights](http://en.wikipedia.org/wiki/Boss_(video_gaming)) * Collections * Combat * Content Unlocking * Gifting * Leaderboards * Levels * Points * Quests * [Social Graph](http://en.wikipedia.org/wiki/Social_graph) * Teams * [Virtual Goods](http://en.wikipedia.org/wiki/Virtual_goods) |

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| **Hard Fun** | No real need for player strategy. | Some opportunities for challenge, mastery, reward and accomplishment. | Obvious opportunities for challenge, mastery, reward and accomplishment. | A lot of opportunities for challenge, mastery, reward and accomplishment. | A clear need for strategy. Obstacles to overcome. |
| **Easy Fun** | Little or no opportunity for creativity, surprise, exploration, | Some opportunity for creativity, surprise, exploration, joy of figuring out a problem, | Obvious opportunity for creativity, surprise, exploration, | A lot opportunity for creativity, surprise, exploration | An abundance or opportunities for creative expression, exploration, problem solving, role play |
| **Serious fun** | Little or no excitement, relaxation, repetition, rhythm, opportunity to express values or be creative. | Some or no excitement, relaxation, repetition, rhythm, opportunity to express values or be creative. | Obvious moments of excitement, relaxation, repetition, rhythm, opportunities to be creative. | A lot of excitement, relaxation, repetition, rhythm, opportunities to express values or be creative. | An abundance of excitement, relaxation, repetition, rhythm, opportunities to express values or be creative. |
| **Social Fun/People Fun** | Little or no excuse to hang out or interact with peers or friends. | Some reasons to hang out or interact with peers or friends. | An obvious need to hang out or interact and complete tasks with peers or friends. | Co-operation vital to success; hang out or interact and complete tasks with peers or friends. | Clear need to co-operate compete, mentor, lead, perform, express yourself or and personalise something. |